ABSTRACT

A controller/driver is composed of a work memory, a graphic engine, a display memory, and a driver

5   circuit. The graphic engine converts externally received image data into first bitmap data, and stores the first bitmap data in the work memory. The display memory receives and stores second bitmap data developed from the

10   first bitmap data stored in the work memory. The driver circuit drives a display panel in response to the second bitmap data received from the display memory.